

Video game sexist, UW group claims

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A University of Wisconsin-Madison student government organization says it has asked the UW administration to consider banning what it alleges are sexist and racist video games from campus use.

Curt Pawlisch, a spokesman for the United Council of UW Student Governments, said the lobbying group also would seek the administration's help in getting the Board of Regents next month to consider approving a ban of such games on all UW campuses.

The group, which represents student governments at 11 of the UW's 13 four-year campuses, said a resolution it passed encouraging the ban was prompted by the wide appeal and existence of video games on most of the state's campuses, and the emergence of a new game called "Custer's Revenge."

The object of the game, Pawlisch said, is to guide a male figure through

an obstacle course so that he can assault "a female Indian tied to a post."

"We're concerned about games which are offensive to females and minorities and don't want them on the campuses," Pawlisch said.

He said he knows of no UW campus that has any of the offending games as yet.

The resolution said the video game craze "has taken a decidedly racist and sexist direction" if it was using "symbolism that is a blatant attack on Native American women."

American Multiple Industries, Los Angeles, makers of the games, were sued earlier this week in a California circuit court by video game industry giant Atari Inc., on grounds that the X-rated cassettes can be used on Atari home video equipment.

In earlier statements defending Custer's Revenge, American President Stuart Kesten was quoted as saying the game was created for "the benefit of adults with open minds . . . our object is to entertain."